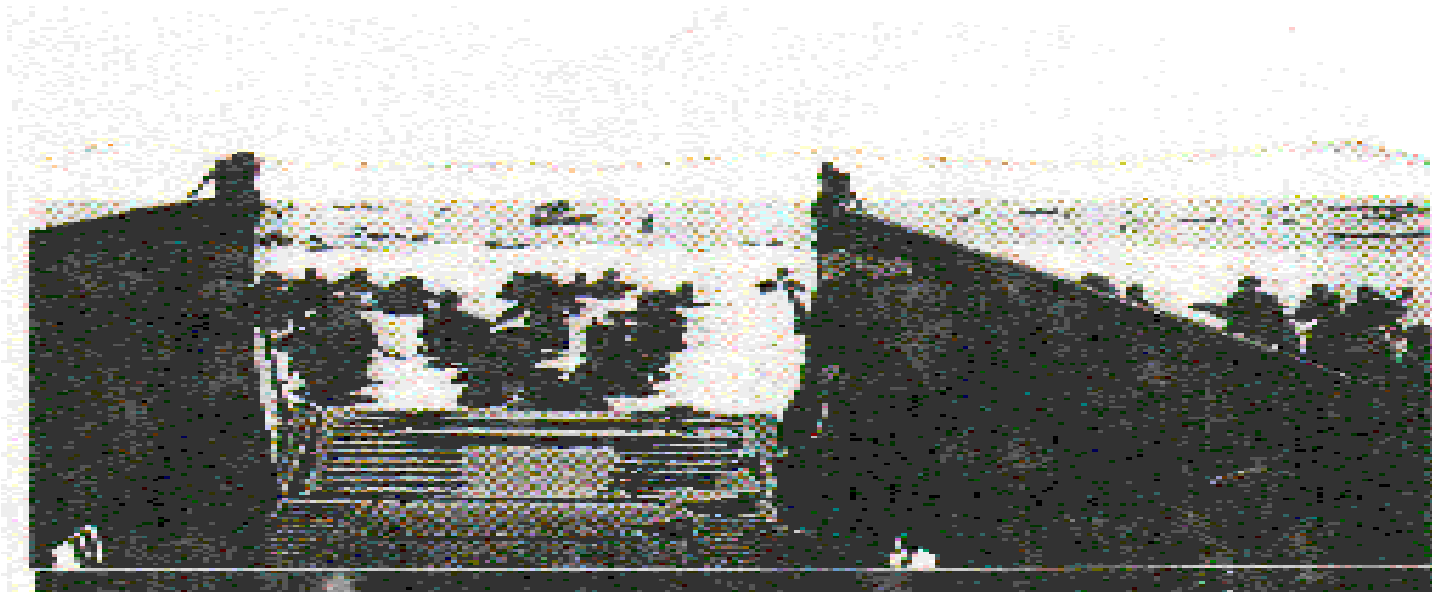


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# Hit the Beach!

## The Newsletter for Southern California ASL Players

Volume 5, Number 2  
August, 2000



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### President's Corner:

by Brandon Liesemeyer

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Hi Guys, the blame for the long interval between editions of the newsletter is all mine. I had intentions of writing an extra article about some armor tactics or more correctly poor armor tactics that I have seen (read used) in past card board battles. Yet my good intentions have only caused the delay of this newsletter and possibly tarnished its hallowed reputation. I have no extra article and those of you who require a lot of written advanced notice in order to attend club events may be in jeopardy of not making the Biola one-day tournament on August 19th.

It had to happen the lame horse finally came in. For those of you who are completely out of the club loop the L.A. team claimed the freeway challenge cup trophy at Scott's house on May 13th. Attendance was great! I think everyone had a great time playing what was later proclaimed to be a dog of a scenario. Personally I do not think it is that much of a dog, the German player should be a little bit patient on offence and wait for some of the six morale American's to wither under the 150 mm OBA, turning a flank wouldn't hurt either. In defense of team San Diego all of our losses came from guys

that we recruited from L.A. We will get it back in November when the battle moves to my house here in San Diego.

I would also like to put in a plug for one of the Journal scenarios "Slaughterhouse" I have played it twice now once as each side. I think it is balanced and it for sure has all the toys that make for a great game. It is a full day scenario however and there are some aspects to the setup that will take time to resolve. Consider this scenario as being stamped with the Presidents seal of approval. Hey maybe next time I'll do an AAR along with the bad armor tactics.

*Ed - I too must take part of the blame for the state of this newsletter. Recently my free time has been severely curtailed for a variety of reasons: a new marriage still in its honeymoon phase, a second job, family stuff. If what you hold in your hand is not up to the level of past newsletters, and of other club's newsletters, I feel that I am largely responsible. In this issue, Robert Hammond really came through with an intensive article on overruns; if it hadn't been for him I would have had nada. Other than that, I have had almost no time to spice up the layout of this issue. Looking at the fliers that Matt Cicero has done for the upcoming tournament and for WCM indicate to me that perhaps a changing of the guard is in order. If anybody wants to step up to the plate and edit future newsletters, then please do! If I don't hear from anyone, then I can continue to edit the newsletter. But if someone thinks they can do it better, then I would be perfectly willing to hand it over to that person.*

## SoCAL Challenge Cup *Current standings, sorted by Gonzo points:*

Player	Wins	Losses	Draws	Gonzo Pts	Gonzo Rank	Finesse Pts	Finesse Rank
Matthew Cicero	9	2	0	47	NA	8.58	NA
Robert Hammond	8	4	0	44	1	1.86	1
Paul Simonsen	7	4	0	39	2	1.45	2
Brandon Liesemeyer	7	2	0	37	NA	3.61	NA
Matt Romey	6	3	1	36	NA	1.56	NA
Charles Hammond	4	9	1	32	3	<1	3
Herman Frettlahr	6	1	0	31	NA	5.5	NA
Ron Mosher	5	3	0	28	NA	1.24	NA
Bruce Kirkaldy	5	2	0	27	NA	1.75	NA
Cloyde Angell	5	2	0	27	NA	1.75	NA
Doug DeMoss	5	2	0	27	NA	1.75	NA
Rob Stai	4	4	0	24	NA	1	NA
Scott Thompson	3	9	0	24	4	<1	4
Rodney Kinney	4	3	0	23	NA	1.06	NA
Sheldon Ryland II	4	3	0	23	NA	1.06	NA
Jim Aikens	4	2	0	22	NA	1.32	NA
Chris Nielsen	4	1	0	21	NA	2.27	NA
Bob Smith	2	9	0	19	NA	<1	NA
Bryan Earl	3	4	0	19	NA	<1	NA
Chas Argent	3	4	0	19	NA	<1	NA
Chris Castellana	3	4	0	19	NA	<1	NA
David Nicholas	3	4	0	19	NA	<1	NA
Eric Van Horn	3	4	0	19	NA	<1	NA
Fred Timm	3	4	0	19	NA	<1	NA
Doug Creutz	3	3	0	18	NA	1	NA
Dan Plachta	2	3	0	13	NA	<1	NA
Steve Dethlefsen	2	3	0	13	NA	<1	NA
Eric Morton	2	2	0	12	NA	1	NA
Stance Nixon	1	6	0	11	NA	<1	NA
Robert Feinstein	2	0	0	10	NA	2.25	NA
Karl Johnson	1	4	0	9	NA	<1	NA
Eric Johnson	1	2	0	7	NA	<1	NA
David Rosner	0	6	0	6	NA	<1	NA
Brian Abela	1	0	0	5	NA	1.73	NA
Rich Mosher	0	4	0	4	NA	<1	NA
Scott Faulk	0	4	0	4	NA	<1	NA
Ronald Fajarit	0	2	0	2	NA	<1	NA
John Knowles	0	1	0	1	NA	<1	NA
Dave Reinking	0	0	0	0	NA	1	NA
Roger Bernard	0	0	0	0	NA	1	NA

### Challenge Cup Rules:

The time frame for each challenge starts with the West Coast Melee and ends just before the next West Coast Melee. Roughly February through January. To report a Challenge Cup game, email the Cup meister Matt Romey at [matt.romey@terumomedical.com](mailto:matt.romey@terumomedical.com), or phone him at (714)-247-8046. You can also submit a game result on the club web site at <http://socalasl.com>



Challenge Cup games are tallied automatically on the club web page, as soon as the Webmeister enters it! All games are archived there as well, in case you can't remember what you played!

# The Pastor's Corner *By Robert Hammond*

Well, for as much as we love this game, it's amazing to me how many of us really don't know the rules. Mind you, I'm included in this! Still, I thought I would offer a look at some rules we think we know just to find out how well we (think we) know them. Some of the items I offer are from other writers. So, here goes.

**Did you know?** If your concealed Infantry fires and no *Good Order* enemy units have a LOS to your firing Infantry, you keep Concealment. Mind you – units that are Broken, Berserk, Captured, Stunned, Shocked, or held in Melee (pronounced “May-lay,” as it's of French origin) are not Good Order. Also, units under a 5/8" Parachute counter, though Good Order, also won't cause concealment loss.

**Did you know?** Speaking of “Captured,” if your captured squad escapes (thus becoming an unarmed unit) but you are unable to re-arm, then scatter. You can freely Deploy your unarmed squad without a SMC! Don't think so? Read rule A1.31. Oh, then run!!

Now, don't be too hasty to re-arm. As an unarmed unit, you can't cause loss of concealment, can't enter a Known enemy location, and have no inherent FP [EXC: CC] but you can affect route, fire SW, and you have 4 MF plus you can CX. When you fire any weapon, you are considered non-classified, meaning you are NOT Inexperienced Infantry. If you re-arm, sure you can cause loss of concealment, enter an enemy Location, gain inherent FP, and you can still affect routes, BUT you become the bottom of the barrel. You drop to 3 MF, SW now have a lower B#, and you are easier to capture in CC than when you were just an unarmed unit! So, know your choices.

**Did you know?** Partisan SMC (A1.11 and A25.24) & Vehicle Crews in counter form (A1.12 and A1.123) are \*NOT\* considered Elite.

**Did you know?** If an AFV enters an enemy Location containing an Entrenchment without performing an OVR, you can still use your MG (Tripled & halved) but have the IFT DR subject only to a +2 modifier instead of a +4 OVR modifier?

## Quiz-time!

Speaking of Overruns, here's an Overrun (OVR) quiz for you to take. It's not inclusive but close. Now, before you start, take out the OVR chart from AP #2 or here's an OVR FP Table to help you:

### Base FP + additional FP = Total FP

#### Base FP

Unarmored vehicle.....1 FP  
AFV.....2 FP  
AFV w/ non-MG/-FT/-MTR/  
-ATR/-IFE MA.....4 FP  
RMG.....N/A

#### Additional FP

Tripled & Halved FP: MG / IFE  
Full FP: FT  
3/2 FP: CE Armored ht Passengers  
3/4 FP: All other non-BU Pass. /  
Riders

Mind you, the Total FP of an OVR vehicle is halved if the target is Concealed at the time the OVR is announced or if the vehicle becomes eliminated / Immobilized / Shocked / Stunned. The Total FP is quartered if the Target is Concealed and the vehicle becomes eliminated / Immobilized / Shocked / Stunned. Also, TEM is NA if \*only\* the FT FP is used. (Unless mentioned - all weapons are functional and all CT AFV are BU.)

### What's the OVR FP of the:

1. Russian KV-1E {MA=76; MG=2/4r2}?
2. Russian KV-8 with malfunctioned BMG {MA=45; SA=32FT; MG=2/-r2}?
3. British A9 CS {MA=94 (both overscored & underscored); MG=4x2/6/2}?
4. British A13 Mk1 {MA=40 (underscored); MG=-/6/2}?
5. Italian L3 Lf {MA=32FT; MG=2\*/-}?
6. Italian Autocannoni da 65/17(b) {MA=65}?
7. German FlakPz IV/20 {MA=20 (20); MG=3/-/\*}?
8. A US M16 MGMC {MA=12.7 (24)}?
9. A US M15A1 MGMC {MA=37 (8); MG=-/12\*}?
10. A US LVT4 {MA(MG)=-/14\*}

### Now, some OVR rules questions:

11. After using CC RF as First Fire vs an OVR'ing vehicle, may this same DEFENDER use non-CC RF as SFF during the same OVR?
12. After passing a PAATC to use CC RF vs an OVR'ing AFV, the same defending unit suffers another OVR but from a 2nd AFV. Must the defender take another PAATC to use CC RF against the 2nd AFV?
13. As for #12 except the same AFV conducts a 2nd OVR against the same unit. Must the defender take another PAATC to use CC RF against the same AFV?
14. A Panther conducts an OVR against a squad. The squad uses CC Reaction Fire (RF). Can the Panther use its sN capability to attack the squad?
15. What is the CCV of a squad conducting CC RF as SFF?
16. What is the CCV of a squad conducting CC RF as SFF during Street Fighting?
17. A vehicle maintains ROF after it uses Bound-ing First Fire. May it conduct an OVR?
18. A CE M4A1 {MA=75; MG=2/4/4} OVR a Motion CE German SPW 251/1 with a 468 pas-senger in an OG hex. What are the FP and DRM?

19. As for #18 except the M4A1 is guided by a 9-2 AL and it has a Hero as a passenger. What are the FP and DRM?

20. As for #18 except the German SPW 251/1 is stopped and both crew & 468 are BU. What are the FP and DRM?

21. A PzKpfw III(Fl) OVR a 527 squad Entrenched in Brush and shrouded in +3 Smoke. How many MP does this cost? What are the FP and DRM if only the FT is used? What if all weapons are used?

22. A Jeep driven by a Hero OVR a squad in a forest/road hex while using the road. How many MP does this cost? What are the FP and DRM?

23. As for #22 except the Jeep has a 6 FP MG and there are 2 Heros in the Jeep. How many MP does this cost? What are the FP and DRM?

24. A vehicle conducts an OVR attack against an inanimate object (i.e. an unpossessed Gun, SW) exclusively \*or\* conducts an OVR without any weapons while using only the base FP of the vehicle. What happens if the IFT attack DR is a 12?

**Extra Credit:** You are playing scenario SP#5, Hor-net of Cloville. Your immobilized CE German PzA III/IV is OVR through its side CA by the vehicle listed in #18 above. What are the options of your German AFV with regard to Reaction Fire?

Well, I hope you do better on this quiz than I did! Take care.

## OVR quiz answers:

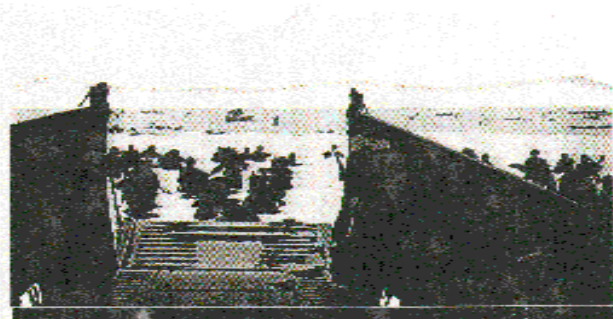
1. 6 (tripled & halved) + 4 base = 13 FP. The RMG is not useable in OVR (D7.11).
  2. 32 FT + 4 base = 36. The MA is the 45L which allows the 4 base (D7.11).
  3. 14 (tripled & halved) + 2 base = 23 FP. British vehicle note S states the MA doesn't count for OVR.
  4. 6 (tripled & halved) + 4 base = 13 FP. Lack of HE doesn't matter.
  5. 2 (tripled & halved) + 32 FT + 2 base = 37 FP.
  6. 1 base = 1 FP. This guys unarmored!
  7. 23 (tripled & halved) + 2 base = 36.5 FP.
  8. 24 (tripled & halved) + 2 base = 38 FP.\*
  9. 20 (tripled & halved) + 2 base = 32 FP.\*
- \*MMP issued errata in Journal #1 stating these weapons could \*not\* be used in an OVR. This is because the weapons can not fire at same or lower level targets in its VCA. [Yet, the weapon has a 360° firing radius and is allowed to be used in CC. When conducting an OVR, your TCA doesn't have to coincide with the VCA. I asked Perry of MMP in February 2000 that since the TCA can differ from the VCA, shouldn't an OVR be allowed \*if\* the TCA is not the same as the VCA at the time the OVR is announced? He is still thinking on an answer to this question as we go to print. For me, I would allow an OVR if the TCA

was different from the VCA at the time the OVR is announced but I would halve the total FP of the OVR'ing vehicle because of this.]

- 10.. 14 (tripled & halved) + 2 base = 23 FP. The restrictions of G12.5 do not apply to this vehicle as it is not a LC.
11. No, because CC RF results in the placement of a CC counter while the vehicle remains in the Location (D7.22).
12. Yes, because it's not the same vehicle (D7.21).
13. No, because it's the same vehicle (D7.21).
14. No, because an OVR'ing vehicle may not conduct any CC attacks (D7.213).
15. 5 base - 1 (marked with a First Fire counter) = 4 CCV (D7.213).
16. Not allowed because the unit is already marked with a First Fire counter (D7.211).
17. Yes, since the vehicle is not already marked with a Bounding Fire counter (D7.1).
18. 10 (tripled & halved) + 4 base = 19 FP. The CE crew & passengers receive a +4 modifier to the IFT attack {+2 CE DRM (D7.150) & +2 Motion DRM (D7.12)}. As they are not Infantry, the -1 for Open Ground is NA.
19. 10 (tripled & halved) + 4 base + 3/4 FP of the Hero (D7.21) = 19 3/4 FP. The CE crew & passengers receive a +1 modifier to the IFT attack {+2 CE DRM (D7.150) & +2 Motion DRM (D7.12) but -2 AL DRM (D7.16) & -1 Hero

DRM (A15.23)}. As they are not Infantry, the -1 for Open Ground is NA.

20. No OVR is possible as there are no vulnerable PRC. The TPBF provisions of A7.211 against BU ht passengers and OT crews only apply if the OT AFV had entered an enemy-occupied hex during it's (the ht's) MPh.
  21. One-quarter of 13 rounds up to 4, +2 for Brush, +1 for Smoke = 7 MP. If the FT only is used, 30 FP + 4 DRM (firing IN Smoke). If all weapons are used, 4 (tripled & halved) + 30 FT + 2 base = 38 FP + 8 DRM (+4 IN Smoke & +4 Entrenchment).
  22. One-quarter of 37 rounds up to 10, +1 for road = 11 MP. 1 base + 3/4 Hero's FP = 1 3/4 FP + 0 DRM (+1 woods TEM & -1 Heroic DRM).
  23. One-quarter of 37 rounds up to 10, +1 for road = 11 MP. 6 (tripled & halved) + 1 base + 1 1/2 Hero's FP = 11 1/2 FP -1 DRM (+1 woods TEM & -2 Heroic DRM).
  24. An IFT DR of 12, in this instance, will Immobilize the vehicle (D7.17). However, this Immobilization will not halve the FP of the OVR vehicle.
- Extra Credit:** No RF is possible. The crew is neither Infantry nor Calvary so no CC RF (D7.21) is allowed. As the NT AFV cannot change its CA to meet the OVR vehicle, the use of non-CC RF is not allowed (D7.22).



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